

The Corporation of the City of Port Colborne

By-law No. 7027/64/22

Being a By-law to Amend By-law 4588/119/04, Being a By-law to Regulate Noise

Whereas at its meeting of September 13, 2022, the Council of The Corporation of the City of Port Colborne approved the recommendation of Department of Community Safety & Enforcement, Report No. 2022-145, Subject Draft Discharge of Firearms By-law 2022 Update;

Whereas the people expect and have a right to an environment free from unusual, unnecessary, or excessive sound or vibration which may degrade the quality and tranquility of their life or cause nuisance as set out under By-law 4588/119/04, Being a By-law to Regulate Noise.

Now Therefore the Council of the Corporation of the City of Port Colborne Enacts as Follows:

1. That By-law 4588/119/04, Being a By-law to Regulate Noise, as Amended, be amended by deleting therefrom the following:

**Schedule "2" Times and Place Prohibited Periods Section 17**

The discharge of firearms in accordance with the City of Port Colborne's By-law 2499/115/90 as amended Prohibiting and Regulating the Discharge of Guns and Other Weapons

2. That By-law 4588/119/04, Being a By-law to Regulate Noise, as Amended, be amended by adding thereto the following:

**Schedule "2" Times and Place Prohibited Periods Section 17**

The discharge of firearms in accordance with the City of Port Colborne's By-law No. 7026/63/22 as amended Prohibiting and Regulating the Discharge of Firearms and Bows

3. That By-law 4588/119/04, Being a By-law to Regulate Noise, as Amended, be amended by adding thereto the following:

**Schedule "2" Times and Place Prohibited Periods Section 18**

The detonation of an Exploding Shooting Target as described in the Discharge of Firearms and Bows By-law in the City of Port Colborne at any time.

4. That this by-law shall come into force and take effect on the day of passing.

Enacted and passed this 13th day of September, 2022.

  
\_\_\_\_\_  
William C. Steele, Mayor

  
\_\_\_\_\_  
Nicole Rubli, Acting City Clerk